



NVIDIA® QUADRO® K6000 THE POWER TO REALIZE YOUR VISION

Unbeatable Memory and Graphics Performance

The NVIDIA Quadro K6000 graphics card is the ultimate expression of NVIDIA's expertise in professional graphics, empowering artists, designers, and engineers to realize their biggest visions. It combines 12 GB of memory, 2880 NVIDIA CUDA® parallel processing cores, accelerated double-precision computation, plus the ability to drive up to four ultra-high-resolution displays or projectors. This makes the Quadro K6000 the superior choice to bring your largest and most complex projects to life.

Designed and built specifically for professional workstations, NVIDIA Quadro GPUs power more than 200 professional applications across a broad range of industries including manufacturing, media and entertainment, sciences, and energy. Professionals trust them to realize their most ambitious visions—whether it's product design, visualization and simulation, or spectacular visual storytelling—and get results to market faster.

To learn more about NVIDIA Quadro K6000, go to www.nvidia.com/quadro

FEATURES

- > DisplayPort 1.2
- > DisplayPort with Audio
- > DVI-I and DVI-D Dual Link Connectors
- > VGA Support¹
- > Professional 3D Support¹
- > NVIDIA 3D Vision™ Pro¹
- > Quadro Sync Compatibility
- > HD SDI Capture/Output Compatibility
- > NVIDIA GPUDirect™ Support¹
- > NVIDIA nView® Desktop Management Software Compatibility
- > Stereo Connector¹
- > HDCP Support
- > NVIDIA Mosaic Mode²
- > Energy Star Enabling



SPECIFICATIONS

GPU Memory	12 GB GDDR5
Memory Interface	384-bit
Memory Bandwidth	288 GB/s
CUDA Cores	2880
System Interface	PCI Express 3.0 x16
Max Power Consumption	225 W
Thermal Solution	Ultra-quiet active fansink
Form Factor	4.4"H x 10.5"L, Dual Slot, Full Height
Display Connectors	DVI-I DL + DVI-D DL + 2x DP1.2 + Stereo
Max Simultaneous Displays	4
Max DP 1.2 Resolution	3840 x 2160 at 60 Hz
Max DVI DL Resolution	2560 x 1600 at 60 Hz
Max DVI SL Resolution	1920 x 1200 at 60 Hz
Max VGA Resolution	2048 x 1536 at 85 Hz
Graphics APIs	Shader Model 5.0, OpenGL 4.3, DirectX 11
Compute APIs	CUDA, DirectCompute, OpenCL

¹ Via supplied adapter/connector/bracket | ² Windows 7 and Linux